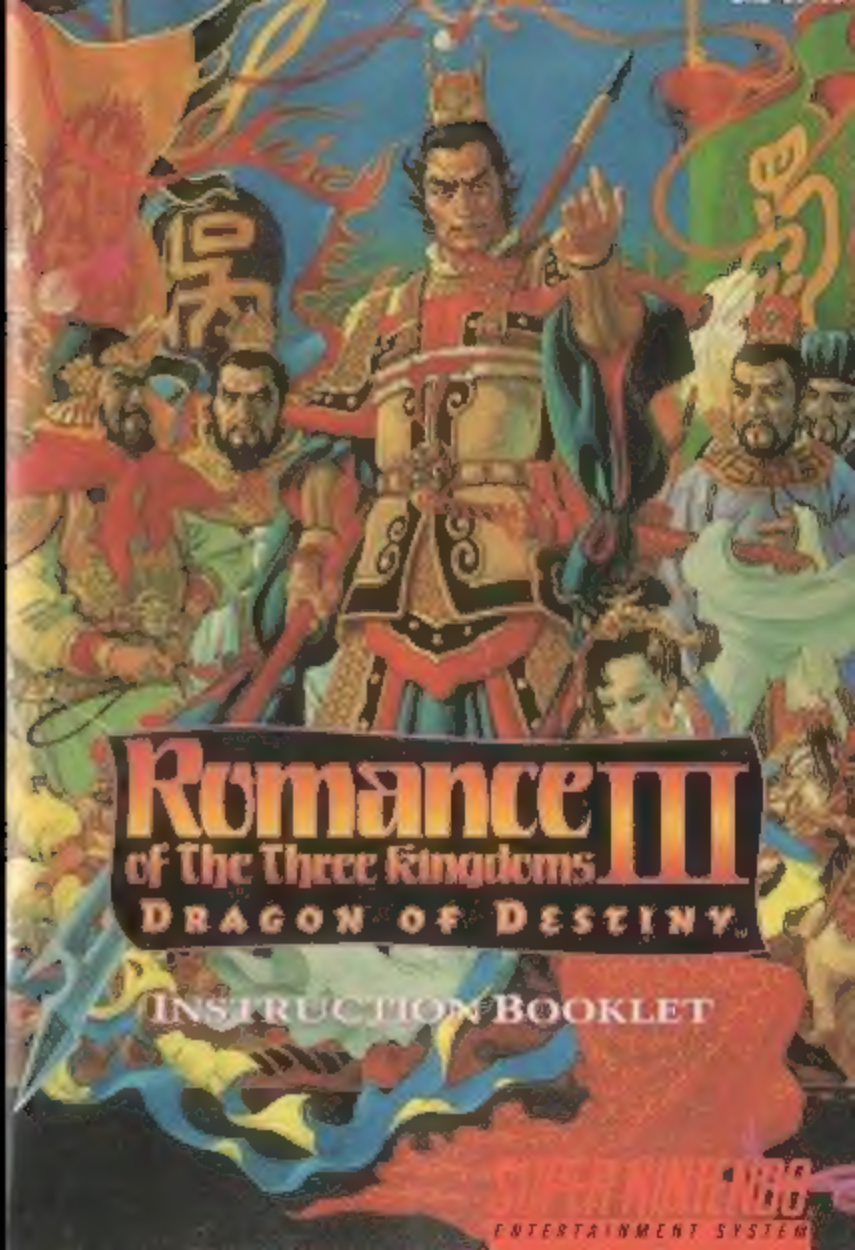
Romance III
of The Three Kingdoms
DRAGON OF DESTINY
INSTRUCTION BOOKLET
ENTERTAINMENT SYSTEM

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Romance III of The Three Kingdoms
Dragon of Destiny

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Introduction

The Story of Romance of the Three Kingdoms

Until second century A.D. in China, the clan of Han controlled the Dragon's Throne, the Emperor's seat of power. Over successive generations the Throne was occupied by descendants of Han with little contest. There came a day, however, when the Throne was left unguarded and an ambitious warlord saw his chance to install new power at the palace. For the next century, China was torn apart by warlords, each seeking to unite the people under a new dynasty.

Romance of The Three Kingdoms III: Dragon of Destiny is the third game in the Koei Historical Simulation Series which recounts the history of China during the three kingdoms period. This game includes over 500 historical characters, and highlights rulers such as Cao Rui and Liu Chan who were destined to rise to power after their fathers, Cao Cao and Liu Bei. Six scenarios cover the three kingdoms period. Play an historical ruler, or create your own ruler and subordinates. Civil officers will aid your domestic endeavors and military officers will bring skill to your war tactics. Gain control of China and the Dragon Throne will be yours!

Your Goal

Your goal as a ruler is to occupy all 46 cities in China.

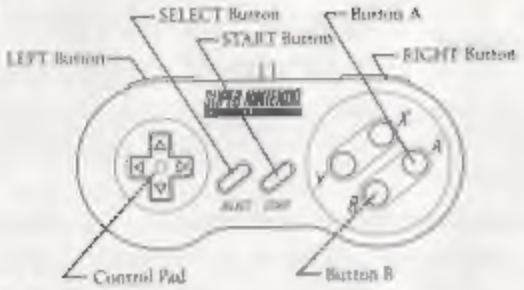
Scenarios

There are 6 scenarios based on the story of "Romance of the Three Kingdoms". Rulers and their territories in the game vary depending on the scenario.

Scenario 1. Dong Zhuo's Rivals Unite	**189 A.D.**
Scenario 2. The Chaotic Era Begins	**194 A.D.**
Scenario 3. Cao Cao's Power Expands	**201 A.D.**
Scenario 4. Zhuge Liang Plots Strategy	**208 A.D.**
Scenario 5. Liu Bei Builds Shu Kingdom	**221 A.D.**
Scenario 6. Three Kingdoms Fight Decay	**235 A.D.**

The Controller

Use either controller to play.



START Button

- Skip through the introduction to game set-up.

SELECT Button

- Access the Options Menu from the Main Display.

Button A

- Select highlighted commands and items.
- Answer YES to yes or no questions.

Button B

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.

LEFT/RIGHT Buttons

- Hide the main windows to show the map.
- Push twice to view the city and battlefield numbers on the main map.
- Display the Battle Data on the battle map.
- Display the number of soldiers in each unit on the battle map.

Control Pad

- Move the cursor across the map.
- Move the cursor through the command menus.
- Scroll through lists or flip through pages of information.

Selecting Multiple Items In a List

Use the Control Pad to highlight an item and press Button A to select it. The selected item will turn blue. To cancel a selected item, highlight it and press Button A. When you are finished selecting items, hit Button B. If no items are selected, then the command is canceled.

Entering Numbers

Use the left and right arrows on the Control Pad to select the proper digit and use the up and down arrows to increase or decrease the value. To enter the maximum number, press the left arrow while the digit on the far left is flashing. Press the left arrow again to enter the minimum. Press Button A to enter the displayed value.

Selecting a City

Move the cursor to the desired city and press Button A. Cities you may select are displayed with a white triangle on the map.

Key to Play

1. Make sure the power is turned OFF.
2. Insert the ROMANCE OF THE THREE KINGDOMS III game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to the game set-up.

Starting a New Game

1. Select **BEGIN NEW GAME** in game set-up.
2. Choose the scenario and the number of players. Select zero players at the game set-up to watch a computer demonstration.
3. Select the ruler you wish to play.
4. Select a game level.
5. Decide whether to watch wars between other cities.
6. Choose the game mode: HISTORICAL (Hist) or FICTIONAL (Fict).

HISTORICAL MODE: Personality, relationships, and compatibility of game characters are set based on the story of the Romance of the Three Kingdoms.

FICTIONAL MODE: Game data is not based on the historical facts. The game will develop differently every time you play, and game characters' actions will not be predictable. You may choose to have officers you created appear in the game as free officers.

7. Review your game setting. If everything is OK, select YES and the game will begin. To change the setting, select NO, and you can return to the item you want to change.

The Options Menu

Press the SELECT button from the Main Display to access the Options Menu. Press Button B to close this menu.

STOP

Quit: Quit the game.

Save: Save your game before quitting if you want to continue later. You may save one game. By saving you erase any game previously saved.

Load: Resume a saved game.

MESSAGE SPEED (Spd)

Set the message display speed from 1 to 10. 1 is the fastest, 10 the slowest. The initial setting is 5.

WAR

Decide whether you want to view battles you are not directly involved in. You cannot change this setting during an extended war.

Resuming a Saved Game

To resume a saved game at the game set-up, select **LOAD SAVED GAME**. You may also resume a saved game during game play, by selecting Stop-Load under the Options menu.

Creating Your Own Character

You may create and save up to 8 new rulers and 60 officers in the game. However, no more than 3 new rulers are allowed in multi-player games.

> NOTE: When you create new characters or modify saved character data, your saved game will be erased.

To create a new character, follow the steps listed below.

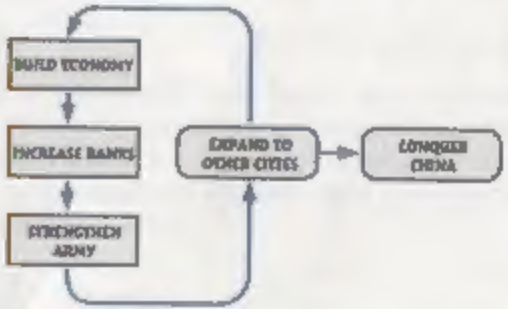
1. Select 3: ENTER OFFICER'S DATA at the opening screen. Choose the type of character you wish to create, and then whether to create a new character or modify a saved character.
2. Name your character. Use the Control Pad to move the cursor to access each letter. Press Button A to select a letter or Button B to erase one. After you have created a name, press the Left/Right Button to enter it.
3. Enter Birthday, Age, and Gender. For an officer, select the rank of either civil or military officer.
4. Determine Abilities. For a ruler, you gain 90 extra points for a character whose age is between 1 and 29, and 70 extra points for those aged 30 and up. Add the extra points to the 6 character abilities. Use the Control Pad to move the cursor to a desired ability and press the Left/Right Button to decrease or increase the value. The maximum value for each ability is 100. For an officer, press A to set Ability values as they are randomly generated.
5. Select Face. Press the Left/Right Button to see more options. There are 8 options for rulers and 30 for officers. Use the Control Pad to move the cursor and press A to select a desired face.

6. To change any part of the character data, answer NO when asked if everything is OK. Otherwise, you may create another character or press Button B to save the character data you have already created.

Playing a Ruler You Created

1. In the new game setup, select the blank New Ruler box at the end of the ruler choices. Press Left or Right on the Control Pad to view the next new ruler selection, if available.
2. Select your home city from among the vacant cities on the map.
3. Decide whether to have officers under your rule. You may select up to three officers from among the officers you created. Selecting NO means you will not have any officers when you start the game.

Game Flow



All rulers and governors have one turn every month. You can issue as many commands as you wish for as long as you have officers able to carry out your orders.

Build Economy

To win this game, you need a strong economic foundation to back your military endeavors. Have someone developing cultivation at all times so you can reap the largest harvest possible for your city. Trade the extra food in for even more gold.

Increase Ranks

It's important to have plenty of officers in your service. Search for hidden officers, and recruit those with high abilities. Officers with high intelligence and charm will make excellent advisors, while officers with high political ability will be gifted civil officers.

Strengthen Army

A strong armed force is necessary for expanding your empire. Lift the morale and skill of your soldiers by rallying and training. Draft or hire additional soldiers to increase the size of your force.

Expand to Other Cities

Spy on neighboring cities to learn which cities are strong economically or strategically. Weaken your rivals with secret plots, and attack to gain lands. When the size of your domain increases, delegate a policy to govern some of your vassal cities.

Your Resources

Characters

Characters who are capable of executing commands are called officers. There are three types: Active Officers, Free Officers, and Undiscovered Officers. Active Officers actively serve under a ruler.

Ruler

You play the role of a Ruler. A ruler controls a state, which consists of a home city and possibly vassal cities. A ruler can execute both military and civil commands, as well as ruler-only commands. Your ruler may appoint an active officer as governor, general, advisor, civil officer, or military officer if his abilities are high enough for that rank.

Governor

Each vassal city has a governor who governs the city according to his ruler's commands. If you appoint a military or civil officer as governor of a city, the rule will be delegated and you won't directly issue commands in that city.

General

A general can execute military and civil commands. Only officers with high war ability, army/navy command, and charm are qualified to be generals. A general can work on assignments for only one month.

Adviser

An adviser can execute military and civil commands. Only officers with high political ability or intellect are qualified to be advisers. If you have more than one adviser, one will be the chief adviser, and the others will be deputy advisers. An adviser can be assigned to work on a task for only one month.

Civil Officer

A civil officer works on the administrative side of your government, on tasks dealing with domestic affairs and diplomacy. He can be assigned to long-term projects for up to 6 months. A civil officer cannot have soldiers, and therefore cannot participate in war or execute some of the military commands.

Military Officer

A military officer implements your military commands to build your armed forces for war. He can work on long-term assignments for up to 6 months, but cannot execute diplomacy and development commands.

Free Officer

An Undiscovered Officer becomes a Free Officer when he is discovered with Personnel- Search. A Free Officer becomes an Active Officer when he is recruited with Personnel-Recruit.

Successor

When your ruler dies from illness or at war, you need to appoint a successor from his officers. If there is no officer to select as a successor, the game will end. You cannot select officers who are fighting for joint invasion forces or for reinforcements. When a new ruler is selected, your officers' loyalty may change and some may resign to become free officers.

When a governor dies, you must appoint a new governor from among your officers. In a delegated city, a new governor will be appointed automatically. If there are no active officers to be appointed as the new governor, the city will become vacant.

Character Data

The following character data is available in the Character Data Window (Info - Own City - Officer), Character List Window (Info - List), and Commander Data Window (Info during war).

In the Character Data Window, the abilities increased by special items are displayed in yellow . Officers who have special items may have certain abilities over 100. (see Special Items).

Age

Every character in the game grows a year older every year.

Loyalty (Lov) (Max 100)

Officer's loyalty to his ruler. The Personnel - Reward command will raise this value, while a lack of salary will decrease it. Officers with low loyalty may leave you or rebel. Officers with high loyalty are not easily recruited or bribed by rival rulers.

Years in Service

The number of years the officer has been serving his ruler.

Soldiers

The number of soldiers the officer has. Soldiers leave when salaries are low or when disasters occur. Use Military - Draft or Hire to get soldiers and use Military - Assign to disperse them among your officers.

Intellect (Intl) (Max 100)

Knowledge of the art of strategy. An officer with high intellect is likely to succeed in his plots and be able to detect enemy plots.

Political Ability (Pol) (Max 100)

Ability as a political leader or an administrative officer. An officer with high political ability will have better results when executing diplomacy or development commands.

War Ability (Max 100)

Offensive strength in battle. The higher this ability is, the more damage the officer can inflict on his enemy. An officer with high war ability will also have a better chance of escaping from captivity.

Charm (Chrm) (Max 100)

Charismatic ability of the officer to administer your internal policy or act as a messenger. Use a messenger with high charm for success with diplomatic negotiations.

(Max 100)

command of the army. An officer with 71 Army Command or higher may use Simultaneous Attack in land battle

(Max 100)

Command of the Navy. An officer with 70 Navy Command or higher may use Simultaneous Attack in naval battle

(Trn) (Max 100)

Training level of soldiers under an officer. The higher the training level is, the more war skills can be given to the soldiers may have even but less cost the Military Training can raise training. The speed of training depends on the war ability of the commanding officer. The detailed training points. Add by soldiers to the officer's command's Military Training command will lower its training level

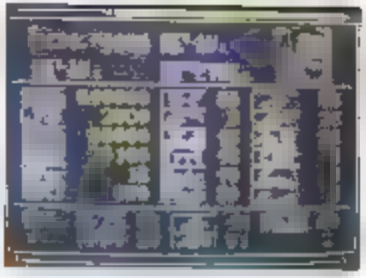
(Mrl) (Max 100)

The spirit of the unit. Low Military Rally Normally the maximum morale is 100, but it may exceed 100 during a battle. Military Training will raise but no higher than 70. Soldiers with high morale can continue to fight even after food reaches 0

(Body – Max 100 – Available Only At War)

Body strength of officers at war. The initial value is always 100. It may decrease when the officer is wounded.

City Data



The following data is available in the Main Window City Data Window (Info - Cities), Other City and Territory List Window (Info - Territory).

(PPLN) (Max. 3,000,000)

The number of civilians excluding soldiers. The number increases when the city becomes a battlefield or when it is stricken by disaster. It also decreases when you Draft or Hire soldiers. Your growing food tax income increases as population grows

(Maximum 50,000)

The amount of gold in the city. It increases every January when gold is collected as tax. It also increases when you receive Help from another ruler in Diplomacy, when you Sell Food, and when you collect Emergency Tax

(Maximum 3,000,000)

The [illegible] stock in the city. Food is consumed as time [illegible] every [illegible] increases when you harvest. Help from another ruler in Diplomacy, when you Buy Food, and when you collect Emergency Tax.

The total number of soldiers in the city. Use Draft or Farm to increase this number. Every [illegible] and [illegible] soldiers respectively is distributed to soldiers as salary.

(OFCR)

The [illegible] number of officers in the city, including both civil government officials and military officers. Every January, [illegible] officers. For Officers on page 40)

TIP: [illegible] Build [illegible] Use Statistics.

(Maximum 9,999)

The level of economic development in the city. Raise this value with Development. Economy will increase your January tax income.

(Maximum 100)

The level of arable land in the city. Use Development. Land Development to raise this value and increase the amount of harvest through irrigation. Forest levels will decrease as a result.

(Maximum 100)

The level of cultivated land growing rice and wheat. The value [illegible] Farm [illegible] Development.

(Maximum 100)

The level of flood control. Strong [illegible] protect [illegible] from flooding. [illegible] strikes the city.

(IRRI)(Maximum 100)

The level of irrigated land [illegible] Development. Irrigation. A high irrigation level will help [illegible] in July. Flood and typhoon lower this level.

(%)(Rate)(Maximum 100%)

The rate that gold and [illegible] collected as taxes in January and [illegible] respectively. If this rate is set too high, popular support will drop. Change the rate with the Emergency Rate command.

(Psup)(Max.100)

The level of people's loyalty to the ruler. If popular support is very low a revolt may result. Keep it high with the Personnel, Give command, Disaster Aid, and Emergency Tax will lower support as well.

(Maximum 9,999 each)

The number of crossbow, strong crossbow, and horse units in the city. To increase each you may ask for assistance from another ruler with a province or open a port and trade goods with Market buy. Arm, Horse. You can organize a force of 10,000 soldiers per one crossbow, strong crossbow, or horse unit.

(Maximum 100 each)

The number of armored galleys, battle galleys, and light galleys in the city. Use Military Ship to build them. Town art must also have the capability.

The market rates for food, crossbows, strong crossbows, and horses. These rates fluctuate every month and vary from city to city.

Commanding Your City

Main Display

The color screen on which the Main Display and Command Menu appear. Depending on the city and province, bridges, roads, and other features will be added.

The Main Map

The Main Map appears when the Control Right Button is pressed in the Main Display. Press the Control Right Button again to show cities and battle locations on the map. To return to the Main Display, press Button B.

Main Commands

The Main Command Menu is shown in the Main Display. Every [illegible] you [illegible] to form a [illegible] and [illegible] to the cities with your state. You may issue as many [illegible] as you [illegible] as long as [illegible] officers [illegible] your [illegible]. You can assign more than one officer to a single task. Civil and Military officers may work on a task for up to 6 months.

Commands you cannot select are displayed in red
The color of officer names indicates their status as follows
Green: *Ruler, Governor, Advisor, or General*
White: *Civil Officer, Military Officer, or Free Officer*
Red: *Already executing a command. Cannot be selected*
Yellow: *Engaged in a long-term task*
Blue: *Selected for the current command.*
Purple: *Sick or wounded. Cannot be selected*

[illegible] to [illegible] to review the [illegible] reports [illegible] the beginning of every turn.

Some commands can be executed by every character, [illegible] others. The following tricks will tell you who cannot execute the command:

(Ruler)=Ruler only

(Ruler/Governor)=Ruler, Governor only

(X Military)=Military Officer cannot issue this command.

(X Civil)=Civil Officer cannot issue this command

(Home City Only)=In Home City only

(Melt)

Move

Move your officers to a neighboring vassal city. You must select a city and an intended [illegible] under your control. If you move the governor, [illegible] When you move a governor away, [illegible] become vacant. You may [illegible] Horses, and Gold along with your generals. If you move a governor, you must appoint a new governor.

Send

Transfer Gold, Food, Arms, and Horses [illegible] Cities. [illegible] goods may be [illegible] goods to a city at war or [illegible]

Rally (Rly)(X Civil)

Increase the morale of the soldiers

War

Attack a neighboring [illegible] [illegible] movements [illegible] your troops [illegible] with your vassal cities [illegible] canceled automatically.

Draft (Drft)

[illegible] groups of [illegible] gold and [illegible] per group. You [illegible] the population [illegible] 5000 [illegible] the number of soldiers [illegible] the population. If you have more than one officer, you must assign new recruits to your officers. New recruits [illegible] training [illegible] will decrease after a draft.

Hire

Hire skilled soldiers for 40 gold and 100 food per 100 soldiers. Hiring soldiers will not lower Training Level as much as Drafting.

Train (Trn) (X Civil)

Train soldiers to raise their Training Level. The effect of training depends on the War Ability of the officer in charge of the training.

Assign (Asgn) (X Civil)

Change the number of soldiers under your officers. First remove the desired number of soldiers from an officer and then assign them to another officer. If soldiers are not assigned when you finish your command, they will become civilians and your population will increase.

Ship

Build galleys. Armed galleys, Battle galleys, and Light galleys are transferable. You may send gold to your vassals as a gift or a bribe. An Armed galley takes 2 months and costs 800 gold to build. A Battle galley takes 4 months and costs 2000 gold to build. A Galley takes 2 months and costs 400 gold.

[illegible] (Pers)

Search (Srch)

Search for a suitable recruit in your state. The chances of finding someone depend on the population of the city and on the Officer you select for this task. A found recruit becomes a Free Officer after being discovered. You may view his abilities with the Review Officer before you recruit him.

Recruit (Recr)

Recruit a Free Officer in your state or an Officer in a vassal state. To recruit an Officer in a foreign city, you must first send a spy to view information on the city and the target Officer.

Once you have decided whom to recruit, you have four ways to persuade him:

Gold: Send a messenger to give the recruit gold.

Switch (SWTC): Send a messenger to persuade the recruit to switch sides.

Visit (VSIT): The ruler makes a personal visit to convince the recruit to join his force.

Item: Send a messenger to get a special item to the recruit.

The new recruit's loyalty, bravery, and character, as well as the amount of your message, will affect the success of the recruitment. Famous players, Diplomat, Merchant, the success may also depend on the new recruit's [illegible] with your race. If you successfully recruit the Governor of a city, it becomes your vassal city.

Reward (Rewd) (Ruler/Governor)

Give a reward to some of your officers to raise their loyalty. There are two ways to reward your officers:

Gold

You can give a max amount of [illegible] at once. Giving gold is an effective way of rewarding the [illegible] of officers with high loyalty.

Item

Each item increases a certain ability of your officer. Items are in the hands of other rulers or discovered by chance. See Special Items.

Book

You don't have enough gold for items, so you give a book as a reward. However, books are also useful as gifts to other rulers. Some officers love to read books, so they ask for rewards as "Item" or "Special Item" books.

Give

Use it to increase or maintain your people's trust. People's support increases your gold income. Also, you can give a book as a reward to an officer. Some officers ask for a book as a reward. You can also give a book as a gift to another ruler and the officer sent to offer the food.

Delegate (Delg) (Ruler)

Delegate your rule to a vassal city to let governors or officers rule it. Delegated cities are controlled automatically according to the governor's judgment and the policy you set. When a city you delegate is attacked, you can't control your troops directly as you do in a battle. However, the governor of the city in that case follows your military policy. Under domestic policy, you cannot control the city directly.

There are three types of policies that can be delegated to a city.

Military (Milt)

Build up military strength to expand your territory.

Domestic (Dmst)

Focus on domestic development and improve the harvest and the economy.

Balanced (Blnc)

Balance the policy between military and domestic activities depending on the circumstances.

There are three commands you can issue to manage a city's food.

Delegate (Delg)

Delegate the rule of all the vassal cities under the same policy.

Direct (Drct)

Place the cities with your stamp under your direct rule. You must control the vassal cities where you have appointed an Advisor or a General as Governor.

City

Select one of the controlled vassal cities. See the city where the governor is assigned or the person in charge of the city.

Appoint (Apnt) (Ruler)

Appoint an officer to the rank of a governor, Advisor, General, Civil or Military Officer.

Fire (Ruler)

Dismiss an officer. A dismissed officer becomes a free officer.

Seize (Seiz) (Ruler)

Take away a special item from your officer. The officer's loyalty will drop

(Dipl) (Home City Only)

These commands are used in your negotiations with other rulers. In Alliance and Joint Invasion you may wish to present an offer as a sign of your good will. With Exchange you may request a specific item you wish to receive. See Diplomatic Negotiations

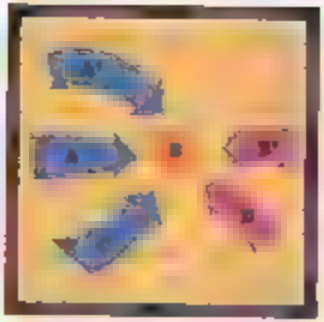
In green

Ally

Ally with rival ruler. The success of your diplomatic proposal depends on the relative strength of your messengers' charm and the rival ruler's present. And take part in war as the ally of the attacked ruler when a warring ally is conquered or captured by rival. Your messenger will annul the alliance and increase the ally's hostility

Joint Invasion (Jnt)

Propose mutual joint invasion with a rival ruler into a third ruler's city. The agreement is valid for six months. When you accept the invasion the rival ruler has the option to back out of the agreement. If he chooses to honor the agreement he must also decide how many officers to send. You may ask for joint invasion forces from any one city. In a joint invasion operation no more than six units may participate in battle from both attacking and defending sides as shown below



A. Invasion Army
A'. A's friendly reinforcements
B. Defending City's troops
B'. B's friendly reinforcements
C. A's joint invasion reinforcements
D. B's allied reinforcements

If your attacking side wins you must pay a joint operation to the ruler with executed the joint invasion with you

Truce (Trc)

Negotiate with your war opponent to end an extended war. Only the defending side can propose a truce

Exchange (Exch)

Ask a rival ruler to an exchange of goods. Whether he accepts your offer or not depends on the items you present, your messenger's charm, and the rival ruler's hostility

Help

Ask your ally for material assistance.

Threat (Thrt)

Demand a ruler's unconditional surrender. Your success depends on the relative size of his power and his character. If he surrenders, you will acquire the ruler of the city he controls. The former ruler becomes your officer and his officers may also become your officers depending on their loyalty. If the threatened ruler ignores your threat, his hostility will increase

Revoke (Revk)

Revoke an alliance. This command also cancels a non-invasion agreement with the ally if there is any.

Spy

Assign one of your officers as a spy to a province to obtain information about the city. The spy will stay in that province for a set period of time and then return. You will be notified of your spy's findings. The amount of information available depends on the ability of your spy and the duration of the spying period.

Own City (Own)

View the information of your home city.

Other City (Othr)

View the information of your vassal's or vacant lands' cities where your spy is infiltrated.

For the above two commands you can view the following:

Officer (Offr): View information of each officer.

List: Display character data of all your officers in a list.

City: Display information of your home city as well as market rates for food, arms, and horses.

Territory (Terr)

List cities within your state to view important information at a glance.

Sort

Rearrange the order of your officers according to one of the following: Intellect, War Ability, Charm, Politics, Ability, Army Command, Navy Command, Loyalty, and the number of soldiers. The officers will appear sorted in the chosen order on every screen you view thereafter.

Battlefield (Btfl)

List the 32 battlefields in China and their owners.

Names in yellow belong to other rulers, names in white are vacant.

(Devl) (X Military Officer)

Improve your development projects. You may spend gold per project per month.

Tip: For best results, assign your highest politics officer to this command.

Land Development

Expand the developed area of the city.

Cultivation

Raise the Cultivation Level. After the annual harvest, the Cultivation Level returns to its minimum value.

Flood Control

Raise the Flood Control Level.

Economy

Invest in the local economy to increase tax collection.

Devise a plot against a rival ruler's officer. For Bribe, Forged Letter and Rebel, your mission targets a neighboring city and sends a spy first to obtain information about officers there.

Hide

Send your officer to a rival city as a free officer. You may secretly issue orders to your officers while they are in the city. If he is recruited there, your officer will switch over to your side, ending the war. However, if he is not recruited, he may return to your city.

If you send a Civil Officer, you may request information about the city from him every other month.

Bribe (Brb)

Bribe a rival officer to help you switch sides during a war. Whether the bribe works or not depends on your messenger's charm, your advisor's discount, and the rival officer's loyalty to his character. If he accepts your bribe, he will stop all the work he's been hired to do at your side. This plot is effective for three months.

Forged Letter (Frg)

Send a forged letter to a rival officer to cause a rift between him and his ruler. If this plot is successful, the officer's loyalty will drop and he may leave his ruler or become more easily recruited by another ruler.

Rival (Rvl)

Plot a scheme to make two rival rulers fight against each other. Select two rival rulers and a messenger for each ruler. The success of this plot depends on the loyalty of your advisor and messengers, the rival rulers' and their advisors' attitude toward your ruler, and how hostile the rival rulers are to each other. The more hostility against each other will increase, and they may start a war.

Rebel (Rbl)

Persuade a rival Governor to rebel against his ruler. Success depends on your messenger's charm, and the Governor's loyalty and character. If the scheme works, the Governor's loyalty decreases and he will secretly pledge loyalty to you. The rebellion is successful when your province gains independence, or when you become a ruler of his new state. Use this plot to weaken a rival super power.

Market (Mkt)

Trade with the merchants in your city. Owning a city's market grants access to City Data Window. The Buy Order Window also appears, showing the amount of food and wood you can buy or sell. Buy orders are placed in the sell window. It shows the number of each item in stock and the total selling price. Store as much food as the number of soldiers so that you will have enough food to defend the city in case it is invaded.

Sell Food

Sell food to the merchants. The rate is the amount of food you can get for one gold piece.

Buy Food

Buy food from the merchants. The rate is the amount of food you can buy with one gold.

Buy Arms / Horse

Buy crossbows, strong crossbows or horses. The rate indicates how much gold it costs to buy one of each.

(Emer)

Exile (Exl)

Leave your castle and go into exile. You may take a lot with you: some of your officers with you, some of your soldiers, some of your gold and as much food as those soldiers can carry. Officers you do not take with you become city officers, and officers in your vassal cities will become free officers.

You are free to give orders to these officers while you are in exile, but if you are captured, settled or have died, or if you return to your castle, you cannot take your officers, food or gold but only your soldiers with you.

While in exile you can execute only a limited number of commands. See Exile Commands on page 37

Heal

Treat wounded troops. Troops in your city will recover more quickly if you order them to Heal. Troops that stay in your city with many officers search for herbs more frequently and heal the wounded and sick officers.

Emergency Tax (Tax)

Collect gold and food as an emergency tax from the people. This is separate from the regular annual tax in January and July. You may use this command only once a month. How much you collect depends on popular support and population. Collecting emergency tax will lower popular support.

Tax Rate (Rate)

Change the rate for gold tax and rice tax. The gold tax is collected in January. Setting a high tax rate may decrease popular support.

Exile Commmands

While in exile you can select only the following commands.

Move

Move to a neighboring castle. You can move to a city at war if you have a vassal city that can provide you with ships. You have to wait six months before moving to another city after you have moved to a city. Moving to another city changes your relationship with the city and alliances.

Info

View information about the city. Select a city officer to see a list of officers. You can view information about officers.

Settle (Stl)

Settle in a vacant city and become its ruler. It takes one month, you will be able to select main commands

Managing State Affairs

Diplomatic Negotiations

When you attempt to form an alliance or propose a joint invasion, you may wish to offer terms to the other rulers as a sign of your good will. On other occasions, you may want to trade with other rulers, or request assistance from allies. There are 7 types of terms: Gold, Food, Crossbows, Strong Crossbows, Horses, Soldiers, and Special Items.

Soldiers may not be offered or traded, but only requested as aid. Conversely, Special Items cannot be requested for help, but may be offered or traded freely.

When a messenger comes from a rival ruler for diplomatic negotiations, you have the following choices for your response:

Accept (Acpt) Agree to the terms of the proposal

Reject (Rjct) Reject the proposal

Term Propose new terms of the diplomatic agreement. Use this command to present a counter-offer if you are not satisfied with your rival's proposal

Advisor Seek your advisor's opinion of the proposal

Capture (Cptr) Capture the messenger regardless of the outcome of the negotiations

Info View information to help form your decision

City View data of your home city

Map Display the main map to see the geographical layout of power

Events and Disasters

NOTE: In the single-player campaign, March
starting in September
The calendar was used to determine

[illegible] every [illegible] depends on
population, economy, tax rate, and popular support

[illegible] increases every [illegible] tax rate, [illegible]
popular support.

[illegible] officers are promoted, [illegible] officers and
soldiers [illegible] short [illegible] officers [illegible]
ty will decrease and some soldiers will desert

When [illegible] will recover [illegible] officer
fully recovers, he cannot take on any task

An officer's loyalty changes every month according to his compatibility with his ruler and his years in service

When an officer's loyalty [illegible] may leave his ruler and become
a free officer or [illegible] other rulers [illegible]
by family to the ruler will always be loyal to their ruler when
playing under Historical Mode

A locust outbreak can occur between spring and fall. Outbreaks
affect popular support and [illegible] and increase year [illegible]
per [illegible] may spread to neighboring [illegible] but [illegible]
will subside in the winter

A flood may occur [illegible] by [illegible] support. Floods
[illegible] supply, [illegible] soldiers [illegible] food [illegible] and popular
support. Strong [illegible] and [illegible] will [illegible]
damage

Any [illegible] will [illegible] by [illegible] support
[illegible] and [illegible] Cities [illegible] will [illegible]
tion will minimize the damage

An epidemic may occur [illegible] season. An epidemic will [illegible]
support, population, and soldiers. Officers may also become ill. It
may spread [illegible] but will [illegible]
side at the end of the year

A popular revolt may break out in any season. Revolts reduce population, soldiers, cultivated land, grain and food. They are more likely to occur in cities where both popular support and the ruler's charm are low.

Officers may rebel against their ruler when their loyalty is low or because someone pays a rival ruler. A rebellious governor who defeats his ruler will become the new ruler of that city. Officers there will either remain or desert him. Save to be the free officers. The new ruler will be very hostile towards his former ruler.

A bumper harvest in autumn, harvest ceremonies, large amount of food in July.

Drought, heavy rain, typhoons and locusts are disaster events that may cause a poor harvest.

When you are outside your own urban rebels may attack you. If you repel them successfully, they may be leaving grain and food behind, and sometimes a few rebels will join your front line soldiers. If you are defeated, however, you will lose soldiers, gold and food.

Special Items

The following 13 items each have an empowering effect. They will raise certain abilities of their owners and increase their loyalty. Give items to your officers with the "Reward" command.

Increase intellect and politics ability

- War Manual of Sun Tzu
- New Treatise of Meng De
- Supreme Book of Magic
- Way of Peace

TIP: There are 2 copies of the War Manual of Sun Tzu. Create another copy of the War Manual as the second one is given by the city's governor. Use this to increase the loyalty of your officers.

Increase war ability.

- Sword of Trust
- Sword of the Seven Stars
- Black Dragon
- Luminous Sword

A commander with a special horse will never be captured when he flees.

- Red Hare
- Stallion of Fierce Winds
- Gray Lightning

Medical Book of Hua Tuo: Heals wounded officers in one month.
Hereditary Seal: Raises ruler's political ability and charm.

The Art of War

Before Battle

How Battle Starts

There are two circumstances that can bring about a war

1. Order an invasion on an enemy city or battlefield
2. A rival is attacking [illegible] city or [illegible] under your control

Where Battles Take Place

Wars take place in two locations: a battlefield or a battleship. A battle on a city starts when a player invades [illegible] city. A battle for war starts when a player invades [illegible] another player's [illegible] vacant territory that [illegible] tactical tactics. There are 22 battlefields to choose from, each with different types of terrain [illegible] a mountain pass, a river, and [illegible] Please see your game map. For a naval battle, your forces have carriers.

Organizing Invasion Army (Navy)

1. Select which [illegible] to the battlefield. Commanders and their [illegible] types of units they can command will vary. A small window on the screen shows unit types and their available [illegible] in hundreds. For example, a commander with [illegible] soldiers may lead a Cavalry unit but not more cavalry units are available. There is no limit for Infantry units.
3. Decide who will be the commander-in-chief for the invasion forces. If your ruler or governor is one of the commanders, he automatically becomes the commander-in-chief and you must appoint an interim governor.
4. Decide how much gold and food to take.
5. Decide whether to request reinforcements if they are available.

Requesting Reinforcements

There are three circumstances when reinforcements can be requested.

1. Attacking Side

If you have planned a joint invasion with another ruler in the past months, you may ask for reinforcements from that ruler's city. [illegible] you may also ask for reinforcements from a friendly city.

2. Defending Side

[illegible] you are invaded, you may request reinforcements from [illegible] adjacent city. You may also send [illegible] to another city. [illegible] enemy is massing gold and [illegible] depending on how many troops [illegible] troops.

3. Extended War

During an extended war, both attacking and defending sides may request reinforcements from a neighboring city within each of their own states.

[illegible] to request reinforcements to push a [illegible] accomplish [illegible] an extended war.

During Battle

Positioning Units

When a war breaks out, the Battle Display appears. Position each unit in spaces indicated by red markers on the battle map.

A strategy of the opposing army and the ending points are in the

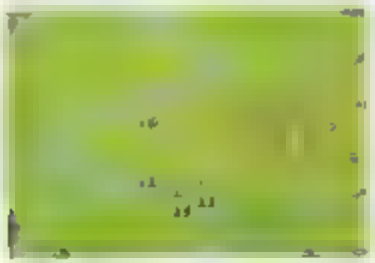
When attacking, choose a unit to carry food for the entire army. If this unit is destroyed, you will lose the food and the morale of your soldiers will drop sharply.

Battle Display

Press Button L or R to display the Battle Data.

1. Date
2. Time, Weather
3. City or Battlefield
4. Wind Direction

Press Button L or R once more to display the battle map. Use the Control Pad to view the whole map.



White Unit: Number of soldiers shown in Thousands

Yellow Unit: Number of soldiers shown in Hundreds

Red Unit: Number of soldiers shown in Tens. Less than 10 is shown as 0.

Battle Commands

A unit will be highlighted with a red square for the command unit. Press Button B to rest a unit at its current position. By resting, the unit will gain 1 mobility point and recover 2 points in Stamina.

Move units on the strategic Map. Each terrain type requires different mobility. A unit must stop when adjacent to an enemy unit, unless that enemy unit's morale is less than 20.

NOTE: [illegible] you must either [illegible] sequence cost [illegible] the [illegible] impossible. Cavalry [illegible]

(Attk)

You can attack when an enemy unit is in range or when you are adjacent to the fortress gate.

Normal (Norm)

Attack an adjacent enemy. You can also use this command to break down a closed gate (see).

Simultaneous (Siml)

Attack an enemy unit simultaneously with adjacent friendly units. The attacking commanders must have at least 2 Army Navy command ability. The effect of the attack depends on the number of units and their soldiers. The weather and terrain. By pressing A, you can also attack a [illegible] attack units will use up their turns.

Surprise Attack (Surp)

A unit hiding in an ambush can attack an approaching enemy unit when it moves near you. That unit will emerge from ambush after the attack.

Bow

Attack distant enemies with crossbow units. Each Crossbow unit may carry a maximum of 15 arrows. The effect of the attack depends on the training level of the unit.

Firebolt (FBlt)

Shoot Firebolts at distant enemies with Crossbow units. Each Crossbow unit may carry a maximum of 8 fire arrows. The effect depends on the training level of the unit.

Charge (Chrg)

Attack by charging through an adjacent enemy unit. If the victim unit is not completely destroyed, your unit will be pushed back to its original position. A pushed unit [illegible] the attacking unit.

Personal Combat (Cmbt)

Challenge an enemy commander to personal combat. Your heroic commander will refuse such a challenge as well as accept an enemy's challenge without your permission. The enemy commander via challenge may refuse combat as well. Once the enemy accepts the challenge, you will have no control over the combat. A defeated commander will become your prisoner.

Success at plot commands depends on the intellect of the commander

Fire

Set fire to an adjacent land or open space. Success depends on the weather, terrain and intellect of the commander. A unit caught in fire will lose soldiers. A fire may spread with the wind or substitute terrain. You may also set fire to galleys in naval battles.

Ambush (Ambs)

Infantry, Crossbow and Strong Crossbow units are able to hide in ambush in grassland, forest and hills. An ambush unit becomes invisible on the map and can Surprise Attack enemy units. Units need 6 mobility points to move while in ambush.

Switch (Swtc)

Persuade an enemy commander to switch over to your side. You may select enemy commanders whom you have bribed in advance (Bria), your own leaders or any other commanders. Any but the commander-in-chief.

Incite (Inct)

Spread rumors among two adjacent enemy units. This may cause confusion and make them attack each other.

False Info (Cnfs)

Spread rumors to halt the enemy's movement and lower their morale.

Extinguish (Ext) (Naval battle only)

Extinguish fire on a galley. An attempt to put out fire may not always work.

Ally

View data of allied commanders. This does not count as a command turn.

Enemy (Enmy)

View enemy commanders. The range of view depends on the intellect of the commander who carries out this command.

Withdraw your units to a neighboring friendly city or vacant city. Your home city will be displayed in yellow. In a city battle, the defending side may withdraw its available commanders that will leave their castle and may be hard to assign orders into the following month.

All (Commander-In-Chief Only)

Withdraw all the allied forces, including loyal forces, to a neighboring friendly city or a vacant city.

Evacuate (Evac) (Defending Side Commander-In-Chief Only)

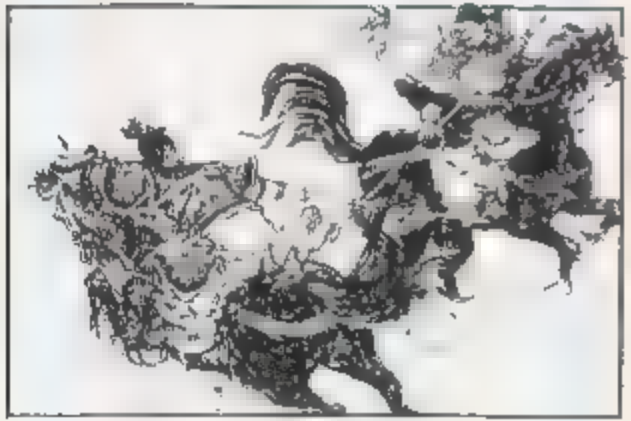
In a city battle, evacuate your reserve commanders including civilians from the castle to a neighboring friendly city or a vacant city.

(Defending side only)

Order reserve commanders and evacuated commanders in your castle to join the battle. The commander executing this command must be positioned in one of the castles.

Delegate your command if a plan is to the computer. You will not regain the command until the battle ends

NOTE: When your [illegible] and your adversary plans [illegible]



Terrain

There are [illegible] types of terrain shown on the table below. Mobility means the movement required for a unit to move one space

PLAINS	[illegible]	[illegible]	[illegible]
ROAD	[illegible]	[illegible]	[illegible]
BRIDGE	[illegible]	[illegible]	[illegible]
GRASSLAND	[illegible]	[illegible]	[illegible]
FOREST	[illegible]	[illegible]	[illegible]
HILL	[illegible]	[illegible]	[illegible]
BUILDING	[illegible]	[illegible]	[illegible]
CLOSED GATE *1	XX		
CASTLE	[illegible]		[illegible]
WETLAND		[illegible]	
RIVER	[illegible]	[illegible]	
RIVER *2	[illegible]		
WALL	[illegible]	[illegible]	
RAMPART	[illegible]	[illegible]	[illegible]
MOUNTAIN	XX		
CLIFF	XX		
OPEN GATE	[illegible]	[illegible]	[illegible]

*1 - Defending side may pass through a closed gate
*2 In a Naval Battle
XX - Impassable

Unit Types and Mobility

There are four types of army units and three types of navy units. Their mobility varies as shown in the table below. The maximum mobility is 6. Infantry, crossbow and strong crossbow unit mobility changes according to the morale of the commander and the training level of the unit.

After Battle

Conditions for Victory

Occupy all the enemy castles	Defend a battle for 20 days.
Reduce the enemy's food and morale to zero.	Reduce the enemy's food and morale to zero.
Capture all the enemy officers or force them to flee.	Capture all the enemy officers or force them to flee.
Capture the enemy commander-in-chief.	Capture the enemy commander-in-chief.

Extended War (Fortified City Battle Only)

If both sides still have enough troops, the war is extended. Each commander orders. After you have captured the enemy cities, the extended war will continue.

Post-war Settlements

If the attackers win the battle, they will become the new governor of the city.

If your troops capture enemy prisoners, you may choose to Recruit, Set Free, or Capture.

If your defeated forces flee, your prisoners will return to the city.

If your ruler is captured when you lose a battle, he may be set free or captured. If your ruler is captured, you must select a successor to continue the game. If you are set free, you have no choice but to go into exile. (See Exile Commands.)

The Age of the Three Kingdoms

Scenario 1: Dong Zhuo's Rivals Unite (189 A.D.)

At the end of the second century Emperor Ling of the Han dynasty died setting off a power struggle at court. Yellow Turban Rebels rise up to overthrow the evil officials and the nation plunges into chaos. When an order went out to suppress the rebels many rulers raised troops to overthrow the throne. Among these lords were Cao Cao, Liu Bei and Sun Jian.

The capital Luoyang was ruled by Dong Zhuo as he put down court rivals. Dong Zhuo made a move that Bohai governor Yuan Shao could not accept: he set up a rival emperor to control the country. But Dong Zhuo took power promoted his own people and made himself Minister and embarked on a path of tyranny.

Angered by this action, Cao Cao vowed to avenge Dong Zhuo by forming a league against him. Yuan Shao was elected to lead the league with Cao Cao and Zhang Yang as his generals. The Han dynasty also joined the league with Governor Zhang. Other rulers formed to expanding their own domains.

The Han Dynasty collapsed and an era of warring states began.

Scenario 2: The Chaotic Era Begins (194 A.D.)

Cornered by Cao Cao's league Dong Zhuo set out to Luoyang and fled to Chang'an where he declared his new capital. But he was assassinated by Lu Bu, supposedly his adoptive son as part of a plot by Dong Zhuo's minister Wang Yun. Wang Yun took power after Dong Zhuo's demise and promoted Lu Bu to command his own army. But the troops were resentful of him because of the alienating tyranny, and his authority was short-lived.

About the same time Sun Jian moved into Luoyang and found one of the Hereditary Seal which had been lost a while. The way after he gave the Hereditary Seal to his son Sun Ce however Sun Jian died. The authority of the Han dynasty now expired the empire dissolved into civil wars.

Cao Cao attacked Tao Qian and Xu Zhou governor Liu Bei rushed to the defense with the help of Zhao Yun and troops from Gongsun Zan. The battle for Xu Qian was destroyed leaving Liu Bei in charge of Xu Zhou and with growing power. But through the strategem of Cao Cao Lu Bu wrested Xu Zhou from Liu Bei. Having lost his newfound power again Liu Bei gave in to Cao Cao.

Scenario 3: Cao Cao's Power Expands (201 A.D.)

Cao Cao was on the verge of putting down Yuan Shao when he had taken the Hereditary Seal from Sun Ce's forces. Yuan Shao assumed the title Emperor however he was defeated again by the people sought help from Yuan Shao and was defeated in Dess while on a march.

Yuan Shao's army defeated Gongsun Zan and gained power north of the Yellow River. The river banks of the Yellow River Yuan Shao and Cao Cao were at war Cao Cao defeated Yuan Shao at Guan 200.

Meanwhile Liu Bei who had left Xu Zhou joined Yuan Shao's camp. His brother Guan Yu was captured by Cao Cao but escaped back to Liu Bei. They formed have a decade only ... Seeking help from Liu Biao Liu Bei was welcomed ... Jiang Zhou.

In Jiang Zhou the Peach Tree Oath was ... between Liu Bei Zhang Fei and Guan Yu. The sworn brothers ... to rescue the Han dynasty. Liu Bei then enlisted the virtuous Zhuge Liang by pledging his utmost sincerity. He agreed to Zhuge's plan to divide China into three parts and set about ... his stronghold in Jing Zhou.

Scenario 4: Zhuge Liang Plots Strategy (208 A.D.)

Prime Minister Cao Cao launched a campaign against his rivals in the south. Jing Zhou Liu Biao died and his successor Liu Zong surrendered. Cao Cao with his army of 1 million men defeated the remnants of Liu Bei's army and the terrified people of Jing Zhou fled in droves.

Meanwhile Sun Quan was seeking an alliance with Liu Bei and Liu Bei. Upon a proposal from Lu Su Zhuge Liang went east to Wu. Zhuge Liang's advice best served the interests of Sun Quan and a new treaty was soon signed. The armies of Wu and Jing Zhou decided to force a battle on Cao Cao.

The two armies faced off on either bank of the Yangtze River. Expecting a long war, Cao Cao's army was stocked with supplies. Jing Zhou's rising hero Zhou Yu and Zhuge Liang's clever plans. A series of skirmishes were then staged to test Cao Cao's defenses against a frontal assault. Cao Cao's army caught fire. This was the battle at Red Wall.

After the Red Wall, Liu Bei gained control of Jing Zhou and Yi Zhou. Liu Bei's alliance with Sun Quan soured as Sun Quan tried to take Jing Zhou. In the battle that followed, Jing Zhou fell to Meng Wo. Sun Quan's general Lu Meng offered an alliance with Cao Cao and they besieged Jing Zhou. Guan Yu was beheaded for this and Liu Bei without one of his best generals, and without a stronghold again.

Scenario 5: Liu Bei Builds Shu Kingdom (221 A.D.)

When Cao Cao, who had become King of Wei, died, his son Cao Pi forced the abdication of the Emperor and became Emperor himself. Knowing Liu Bei to be the true Emperor of Shu and appointed Zhuge Liang his Prime Minister.

The first decision Liu Bei made as Emperor was to seek revenge for Guan Yu, who had been destroyed by Lu Meng. Zhao Yun tried to dissuade him but was overruled. Instead Zhuge Liang urged Liu Bei to stop the campaign against Wu. Zhang Fei was assassinated by rebel Liu's subordinates Fan Jiang and Zhang Da.

Sun Quan was given Liu's power. Wu became known as Emperor of the Wei Dynasty. After defeating Liu Bei's army at the battle of Yi Ling, Sun Quan began to wage war on Wei. Cao Pi sent troops to help Liu Bei support Wei. Cao Cao was now involved in three wars as Zhuge Liang's plans and usage of the Three Kingdoms. Wu Wei and Shu became involved.

Entrusting Liu Chan to Zhuge Liang, Liu Bei was struck with illness and passed away. Zhuge Liang led Liu Bei's last west and became head servant to the new Shu emperor Liu Chan. Zhuge Liang set out to conquer China's last Wei general Sima Yi was waging war in the north. This began Zhuge Liang's six northern campaigns.

Scenario 6: Three Kingdoms Fight Decay (235 A.D.)

The repeated northern campaigns weakened Shu. After the loss of Zhuge Liang in the fifth campaign the destiny of Shu was questionable. Jiang Wan succeeded him as Prime Minister. In his Proclamation of the Dispatched Troops Zhuge Liang had proclaimed the court and the government are one. This was to advocate against a separation of the emperor as an individual and the ruler of the mirror as the head of state directing the future of the country. But the situation in Shu was far away from this ideal. Eunuchs like Huang Hao had usurped control and were chasing after more than they ever had before. Cao Rui weakened his people with an expensive building project. Sun Quan resisted the new dynasty and rebelled against Wei proclaiming himself head of the Wu Dynasty. Sun Liang put down this rebellion. When Cao Rui died in the young age of 34 Sima Yi promoted Cao Fang as emperor as Cao Rui's heir was still too young. Sun Quan was still active and healthy but after the death of the crown prince a battle arose among his successors.

Of the three kingdoms Shu stagnated and collapsed first. Wei was overthrown by Sima Yan and the capital Luoyang became the

Liu Bei

Although he became a mighty ruler, until the age of fifty Liu Bei was constantly in the service of others, including Gongsun Zan, Tao Quan, Lu Bu, Cao Cao, Yuan Shao and Liu Biao. This was mainly because he did not have a tactician able to restrain his magnificent warriors Guan Yu, Zhang Fei and Zhao Yun. This changed when Liu Bei enlisted Zhuge Liang in the year 208. His tactical plan for Liu Bei's succession formed an alliance with Sun Quan and defeated Cao Cao's forces at the battle of Red Wall, securing a strong base in Jing Zhou. Later he invaded Yi Zhou and declared the Shu Han dynasty. After becoming Emperor, his expeditions to Wu were defeated time and again.

Sun Quan

Sun Quan was the second son of Sun Jian. He became ruler of Jiang Dong at his dying brother Sun Ce's behest when he was a mere nineteen years old. With a square jaw, large mouth and blue eyes, he may have had some non-Chinese blood. He searched wide for the most able talent and, just as Sun Ce had enlisted Zhou Yu, Sun Quan enlisted Lu Su.

While [illegible] pages, Sun Quan [illegible] him on the advice of Zhuge Liang. Lu Su and Zhou Yu [illegible] Red Wall. Thereafter, under the command [illegible] Meng, he captured Jing Zhou from Guan Yu.

With the [illegible] military talent that Sun Quan gathered, he was able [illegible] the kingdoms that gave the Three Kingdoms period its name. In 229, he took the title of Emperor. He was praised as the only one of his illustrious family with the character to ascend to that rank.

The Combatants

Cao Pi

Cao Pi was a ruthless warrior and a learned man. He defeated his younger brother Cao Zhi to succeed their father Cao Cao. With his tactician Sima Yi, he attempted to unify China under Wei.

Dong Zhuo

Dong Zhuo gabbled [illegible] and embarked on a reign of [illegible] Cao Cao formed a league against him, he moved the capital to Chang'an. He [illegible] worse and before long, he was [illegible] by his own general, Lu Bu.

Guan Yu

Guan Yu was sworn brothers [illegible] Zhang Fei. His [illegible] was a sliced sword [illegible] the finest steed, the [illegible] from Cao Cao. His unswerving loyalty and strength were crucial to Liu Bei's efforts.

Liu Biao

Liu Biao was named as one of the Eight Worthies of Jiang Xia. He welcomed Liu Bei [illegible] Zhou and sheltered him from Cao Cao. When Cao Cao attacked his stronghold, he entrusted his eldest son Liu Qi to Liu Bei.

Lu Bu

Lu Bu was a skilled martial artist of whom it was said, "Among men, Lu Bu; among horses, the Red Hare." After assassinating Dong Zhou, he sided temporarily with Liu Bei. He was ultimately defeated and destroyed by Cao Cao.

Sun Ce

Sun Ce was very skilled in martial strategies, but his offensives were ruthless. He earned the odd title of "Little Hegemon." In the year 200 he was attacked by an assassin and was eliminated.

Sun Jian

Sun Jian was the only general whom Dong Zhuo truly feared. Although his record of success was never tarnished, he was destroyed in battle at a young age of 37. His son, Sun Ce, carried on his example of courage and loyalty.

Yuan Shao

Yuan Shao was a leader in the attack on Dong Zhuo. His power grew to be a major force to be reckoned with in Northern China. His defeat at Kuantu to Cao Cao left him despondent and he lost the will to live two years later.

Yuan Shu

Yuan Shu rarely got along with his cousin Yuan Shao. He gained possession of the Hereditary Seal from Sun Ce, but dissipated his energies through excessive luxury, and was defeated by Lu Bu. He finally fled to seek the protection of Yuan Shao but was overcome by illness en route.

Zhang Fei

For Zhang Fei, action and brawn were what mattered on the battlefield. He wielded an 18-foot spear and fought relentlessly. His arrogant tactics aided Liu Bei in securing the province of Hanchung.

Zhuge Liang

Liu Bei welcomed Zhuge Liang into his camp in a famous testimony of his sincerity and eagerness to learn from such a virtuous man. Zhuge Liang responded with his plan to divide China into three realms, with Cao Cao in the north, Sun Qian in the south, and Liu Bei in western Shu. A temple vessel, he said, stands on three legs.

To rescue Liu Bei from Cao Cao's seige, Zhuge Liang rode to Wu alone and forged a federation with Sun Qian that led to a victory over Cao Cao at Red Wall. Liu Bei's forces thus gained their base in Jing Zhou.

After entering Shu, Liu Bei wanted to attack Wu. Zhuge Liang advised against it, but in the end Liu Bei attacked and suffered a great defeat. Liu Bei retreated to his stronghold and succumbed to illness. Thereafter Zhuge Liang pledged himself to advise Liu Bei's heir, Liu Chan. He formed a new alliance with Wu, began a southern campaign and captured Meng Huo seven times, forcing his submission.

When Sima Yi was stripped of command in Wei, Zhuge Liang launched his first northern campaign. Of four campaigns, none of his expeditions achieved victory over Wei. In the midst of the fifth campaign, Zhuge Liang was lost to illness in the year 234.

Warranty

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak at its option, free of charge.

To Receive This Warranty Service:

1.Send in your Registration Card.

2.Save your sales receipt and the UPC code found on the game packaging.

3.If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.

4.If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.

5.If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

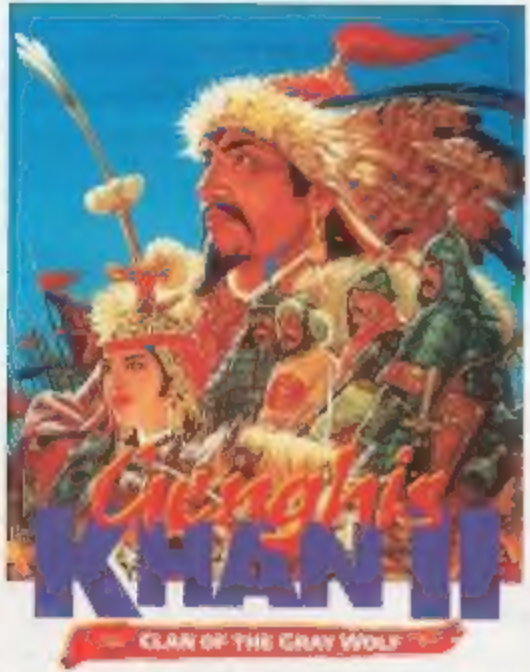
KOEI CORPORATION
One Bay Plaza, Ste. 540
1350 Bayshore Hwy.
Burlingame, CA 94010.

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for $20, to cover repair or replacement, payable to Koei Corporation. Koei reserves the right to change the post-warranty service fee and/or policy.

There's a New Bully on the Block!



You're out to take more from your enemies than their lunch money! You're one awesome Mongol by the name of Genghis Khan and you're hungry for conquest. Asia's up for grabs and here's your chance to make a mark. Gather your Mongol hordes and get them psyched for battle. But remember, you're not the only one looking to expand. Your enemies have the knights, samurai and elephant units to ruin your day. Give your archers straight arrows, your Mongol horsemen riding lessons and your infantry a few good pairs of walking shoes. The fight is on and world domination is at hand! Everyone may hate a bully, but it sure can be fun!

FEATURES: 1-2 players, conquer Mongolia or the entire world, play Genghis Khan or eleven other world class rulers, battery back-up to save games.

It's Time To Pick A Winning Team!

It's 1941 and the U.S. and Japan are ready to clash. Your goal is to control the Pacific! The schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays. But don't count out the Japanese carrier force and their top-notch kamikazes. The campaign is about to begin — It's time to pick your team and hit the battlefield!

P.T.O.
Pacific Theater of Operations

FEATURES: 1-2 players, 9 scenarios, 250 historical ships, 10 difficulty levels, battery back-up to save games.

Nobunaga's Ambition

Be Ruthless, Your Rivals Will Be!

Oda Nobunaga, the mighty leader who strove to unite war-torn Japan, has returned. Now, as Oda, it's your turn to fight for control of Japan in this, the improved version of Koei's popular NES game, Nobunaga's Ambition. But, peace and order won't come easily! No one can be trusted in 16th century Japan.

FEATURES: 1-8 players, 4 scenarios, Super NES mouse support, 50 warlords, battery back-up to save games.

KOEI

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